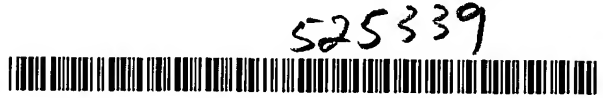


(19) World Intellectual Property  
Organization  
International Bureau



(43) International Publication Date  
4 March 2004 (04.03.2004)

PCT

(10) International Publication Number  
**WO 2004/019281 A1**

(51) International Patent Classification<sup>7</sup>: **G06T 17/00,**  
G06F 17/50

(21) International Application Number:  
PCT/GB2003/003460

(22) International Filing Date: 7 August 2003 (07.08.2003)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:  
0219623.6 22 August 2002 (22.08.2002) GB

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(81) Designated States (*national*): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.

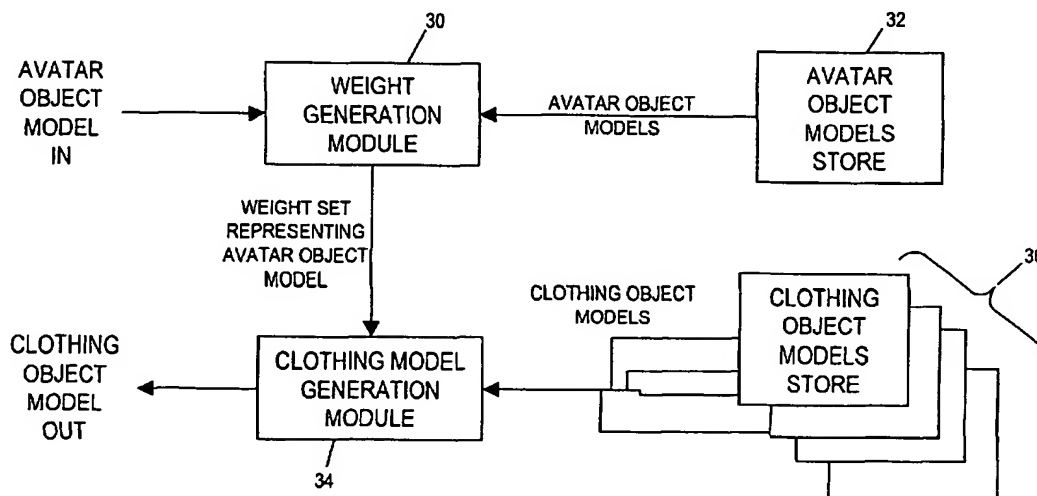
(84) Designated States (*regional*): ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IT, LU, MC, NL, PT, RO, SE, SI, SK, TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

Published:

— with international search report

[Continued on next page]

(54) Title: METHOD AND SYSTEM FOR VIRTUAL OBJECT GENERATION



(57) Abstract: A method and system for analysing an object model of a first type such as avatar, and for generating an object model of a second type, such as a clothing model, is described. The object model of the first type is analysed by comparing it to a set of pre-defined object models of the same type and deriving a set of weight values which when used as coefficients in a summation of the predefined object models result in an approximation to the input object model. The derived set of weight values can then be used to sum together a set of predefined object models of a second type to give a new predefined object model of a second type which corresponds to the input object model of the first type. Preferably, the input object model is a user avatar, and the output object model is a virtual item of clothing. The user avatar may then be displayed to a user "wearing" the generated item of clothing.



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*For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.*